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de Diego, M.; Gonzalez, A.; Pinero, G.; Garcia, C.; Ferrer, M.;
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17 Representation and recognition of complex human motion

Hoey, J.; Little, J.J.;
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[\[Abstract\]](#) [\[PDF Full-Text \(228 KB\)\]](#) **IEEE CNF**

18 A hierarchical segmentation algorithm for face analysis. Application to lipreading

Lievin, M.; Luthon, F.;
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19 A facial expression recognition system using neural networks

Jyh-Yeong Chang; Jia-Lin Chen;
Neural Networks, 1999. IJCNN '99. International Joint Conference on, Volume: 5, 10-16 July 1999

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20 A simple sign language recognition system based on data glove

Wu jiangqin; Gao wen; Song yibo; Liu wei; Pang bo;

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21 A developmental approach to sensori-motor coordination in artificial systems

Metta, G.; Sandini, G.; Konczak, J.;

Systems, Man, and Cybernetics, 1998. 1998 IEEE International Conference on , Volume: 4 , 11-14 Oct. 1998

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22 Facial motion tracking from fine to coarse

Qiong Liu; Lansing, C.; Huang, T.;

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23 LAFTER: lips and face real time tracker

Oliver, N.; Pentland, A.P.; Berard, F.;

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24 Multi-modal system for locating heads and faces

Graf, H.P.; Cosatto, E.; Gibbon, D.; Kocheisen, M.; Petajan, E.;

Automatic Face and Gesture Recognition, 1996., Proceedings of the Second International Conference on , 14-16 Oct. 1996

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25 Field emission display development and testing

Browning, J.;

Vacuum Microelectronics Conference, 1995. IVMC., 1995 International , 30 Ju Aug. 1995

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26 An open simulation architecture for Force XXI*Hamilton, J.A., Jr.; Pooch, U.W.;*

Simulation Conference Proceedings, 1995. Winter , 3-6 Dec. 1995

Pages:1296 - 1303

[\[Abstract\]](#) [\[PDF Full-Text \(788 KB\)\]](#) [IEEE CNF](#)**27 Analysis-by-synthesis and example based animation with topology conserving neural nets***Jockusch, S.; Ritter, H.;*

Image Processing, 1994. Proceedings. ICIP-94., IEEE International Conference , Volume: 3 , 13-16 Nov. 1994

Pages:953 - 957 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(584 KB\)\]](#) [IEEE CNF](#)**28 An approach to motion planning for mobile manipulation***Nassal, U.M.;*

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Pages:831 - 838 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(780 KB\)\]](#) [IEEE CNF](#)**29 3D reconstruction of human faces from range data through HRBF networks***Borghese, N.A.;*

Neural Networks in Interactive Multimedia Systems (Ref. No. 1998/446), IEE Colloquium on , 22 Oct. 1998

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[\[Abstract\]](#) [\[PDF Full-Text \(180 KB\)\]](#) [IEE CNF](#)**30 Forecasting and numbering***McQueen, J.;*

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61 Real time tracking and modeling of faces: an EKF-based analysis by synthesis approach

Strom, J.; Jebara, T.; Basu, S.; Pentland, A.;
Modelling People, 1999. Proceedings. IEEE International Workshop on, 20 Sep 1999

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62 A projective framework for scene segmentation in the presence of moving objects

Demirdjian, D.; Horaud, R.;
Computer Vision and Pattern Recognition, 1999. IEEE Computer Society Conference on, Volume: 1, 23-25 June 1999
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Jyh-Yeong Chang; Jia-Lin Chen;
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Pages:3511 - 3516 vol.5

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67 A developmental approach to sensori-motor coordination in artificial systems

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68 Lip features automatic extraction

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69 Facial expression recognition using HMM with observation dependent transition matrix

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70 Flexible face animation using MPEG-4/SNHC parameter streams

Jialin Zhong;
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71 A 2-D content-based mesh design scheme for object-based video compression
Herodotou, N.; Venetsanopoulos, A.N.;
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72 Analysis and synthesis of facial expressions for MPEG-4 system
Lijun Yin; Basu, A.;
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73 Automatic motion analysis of the tongue surface from ultrasound images
Sinan Akgul, Y.; Kambhamettu, C.; Stone, M.;
Biomedical Image Analysis, 1998. Proceedings. Workshop on, 26-27 June 1998
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74 Recognizing abruptly changing facial expressions from time-sequence face images
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75 Extraction and tracking of the tongue surface from ultrasound image sequences
Akgul, Y.S.; Kambhamettu, C.; Stone, M.;
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1 Speaking mode variability in multimodal speech production

Vatikiotis-Bateson, E.; Yehia, H.C.;

Neural Networks, IEEE Transactions on , Volume: 13 , Issue: 4 , July 2002

Pages:894 - 899

[\[Abstract\]](#) [\[PDF Full-Text \(300KB\)\]](#) IEEE JNL

2 What perceptible information can be implemented in talking head animations

Kuratake, T.; Masuda, S.; Vatikiotis-Bateson, E.;

Robot and Human Interactive Communication, 2001. Proceedings. 10th IEEE International Workshop on , 18-21 Sept. 2001

Pages:430 - 435

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3 Communicative criteria for processing time/space-varying information

Kozima, H.; Vatikiotis-Bateson, E.;

Robot and Human Interactive Communication, 2001. Proceedings. 10th IEEE International Workshop on , 18-21 Sept. 2001

Pages:377 - 382

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4 Task constraints on robot realism: the case of talking heads

Vatikiotis-Bateson, E.; Kroos, C.; Kuratake, T.; Munhall, K.G.; Pitermann, M.;

Robot and Human Interactive Communication, 2000. RO-MAN 2000. Proceedings. 9th IEEE International Workshop on , 27-29 Sept. 2000

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[\[Abstract\]](#) [\[PDF Full-Text \(584KB\)\]](#) IEEE CNF

5 Estimation and generalization of multimodal speech production

Vatikiotis-Bateson, E.; Yehia, H.C.;

Neural Networks for Signal Processing X, 2000. Proceedings of the 2000 IEEE Signal Processing Society Workshop , Volume: 1 , 11-13 Dec. 2000

Pages:23 - 32 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(412KB\)\]](#) [IEEE CNF](#)

6 Analysis and modeling of 3D jaw motion in speech and mastication

Vatikiotis-Bateson, E.; Ostry, D.J.;

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Pages:442 - 447 vol.2

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7 Characterizing audiovisual information during speech

Vatikiotis-Bateson, E.; Munhall, K.G.; Kasahara, Y.; Garcia, F.; Yehia, H.;

Spoken Language, 1996. ICSLP 96. Proceedings., Fourth International Conference ,Volume: 3 , 3-6 Oct. 1996

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1 A simple method for modeling wrinkles on human skin

Bando, Y.; Kuratake, T.; Nishita, T.;
Computer Graphics and Applications, 2002. Proceedings. 10th Pacific Conference, 9-11 Oct. 2002
Pages:166 - 175

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2 What perceptible information can be implemented in talking head animations

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[Abstract] [PDF Full-Text (386KB)] IEEE CNF

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[Abstract] [PDF Full-Text (584KB)] IEEE CNF

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1 Nonlinear Color Space and Spatiotemporal MRF for Hierarchical Segmentation of Face Features in Video

Lievin, M.; Lethien, F.;
Image Processing, IEEE Transactions on, Volume: 13, Issue: 1, Jan. 2004
Pages:63 - 71

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2 Learning and synthesizing MPEG-4 compatible 3-D face animation from video sequence

Wen Gao; Yiqiang Chen; Rui Wang; Shiguang Shan; Dalong Jiang;
Circuits and Systems for Video Technology, IEEE Transactions on, Volume: 13, Issue: 11, Nov. 2003
Pages:1119 - 1128

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3 Minimum distance collision-free path planning for industrial robots a prismatic joint

Luh, J.; Campbell, C., Jr.;
Automatic Control, IEEE Transactions on, Volume: 29, Issue: 8, Aug 1984
Pages:675 - 680

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4 Facial model estimation from stereo/mono image sequence

Kuo, C.J.; Tsang-Gang Lin; Ruey-Song Huang; Odeh, S.F.;
Multimedia, IEEE Transactions on, Volume: 5, Issue: 1, March 2003
Pages:8 - 23

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5 Development of a robotic device for facilitating learning by children have severe disabilities

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6 Extraction of visual features for lipreading

Matthews, I.; Cootes, T.F.; Bangham, J.A.; Cox, S.; Harvey, R.;
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7 Audio-visual speech modeling for continuous speech recognition

Dupont, S.; Luettin, J.;
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8 Real-time estimation of long-term 3-D motion parameters for SNHC animation and model-based coding applications

Smolic, A.; Makai, B.; Sikora, T.;
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9 An object-based system for stereoscopic viewpoint synthesis

Jens-Rainer Ohm; Izquierdo M., E.;
Circuits and Systems for Video Technology, IEEE Transactions on , Volume:
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10 Use of two-dimensional deformable mesh structures for video coding II. The analysis problem and a region-based coder employing an active mesh representation

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6 , Issue: 6 , Dec. 1996
Pages:647 - 659

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Selected Areas in Communications, IEEE Journal on , Volume: 14 , Issue: 8 , 1996

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12 Complete algorithms for feeding polyhedral parts using pivot grasp

Rao, A.; Kriegman, D.J.; Goldberg, K.Y.;

Robotics and Automation, IEEE Transactions on , Volume: 12 , Issue: 2 , April 1996

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13 Direct motion stereo for passive navigation

Negahdaripour, S.; Hayashi, B.Y.; Aloimonos, Y.;

Robotics and Automation, IEEE Transactions on , Volume: 11 , Issue: 6 , December 1995

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14 Active/dynamic stereo vision

Grosso, E.; Tistarelli, M.;

Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 17 , Issue: 9 , Sept. 1995

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15 Trade-off between resolution and interactivity in spatial task performance

Smets, G.J.F.; Overbeeke, K.J.;

Computer Graphics and Applications, IEEE , Volume: 15 , Issue: 5 , Sept. 1995

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